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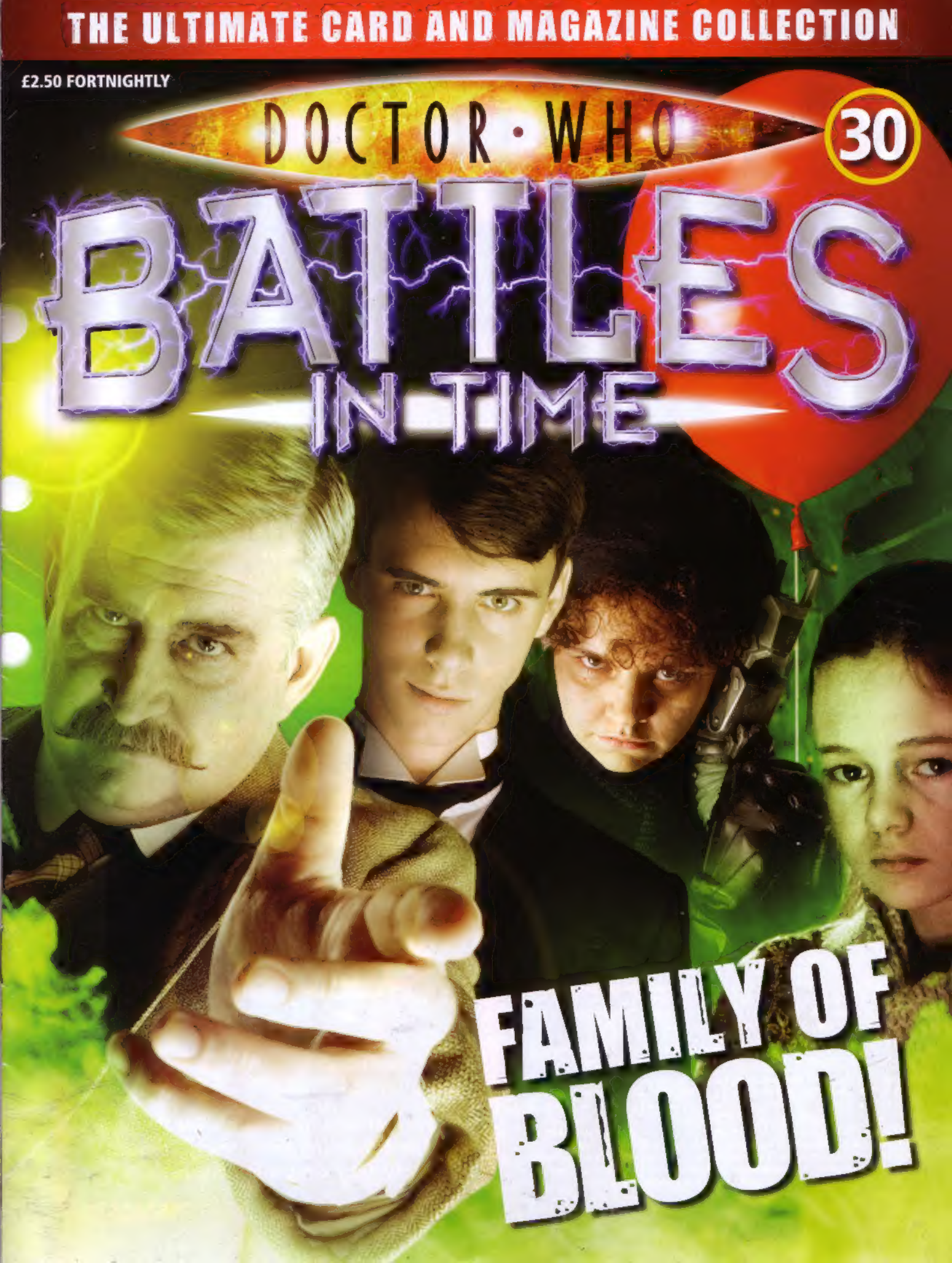

FAMILY OF BLOOD!

ISSUE 30 CONTENTS

04 Gameplay: Deck Doctor
06 Lazarus Creature VS Macra
08 Episode 29: Smith and Jones
09 Mayhem on the Moon!
10 The Family of Blood is after you!
16 Comic Strip: House Pests
20 Witch Craft!
22 Brain Busters
24 Potty Politicians!

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GAMEPLAY

ODD ONE

Anything can happen in this Single Combat game of odds and evens!

STEP 1

PLAYER 1 VS PLAYER 2

In this game, Player 1 attacks with their green rating and Player 2 defends with their red rating, but it also brings the card number in the top left-hand corner into play.

Remove all duplicates and bonus cards and then deal 20 cards to each player.

Player 1 attacks by turning over their top card and choosing their strongest green category, for example Intelligence.

OUT!

STEP 2
PLAYER 1

Player 2 then turns over their top card and checks their red Intelligence score.

Whoever has the highest score wins the round and collects both cards. Unless...

WHAT ARE THE ODDS?

There's a 50 per cent chance that your card will have an odd number!

STEP 3
PLAYER 2

If Player 2's card has an odd card number and Player 1's hasn't, then Player 2 shouts "ODD ONE OUT!" and Player 1's score gets sliced in half!

If Player 1's card number is also odd then their score isn't affected and they win.

Play continues until one player holds all the cards.

REMEMBER!

For the scores to change, the attacker's card must be even and the defender's must be odd!

DECK DOCTOR

Now you've started to build up your Invader collection, it's time to take a closer look at some of the scariest new cards...

TOP 10 MONSTERS!

1 The Master's high Intelligence makes him the deadliest of them all!

2 These spine-chilling killer statues have Fear Factor that's hard to beat!

3 The mutated Lazarus has Agility of 8000 – he can even climb up walls!

4 The Toclafane are a lot more gruesome with their spheres open!

6 Dalek + Human = this horrifying one-eyed mutation!

7 This fearsome foursome contains some of the creepiest ever characters!

8 The Macra aren't very intelligent, but their massive pincers more than make up for it!

9 This masked menace is just one of the Sun-Possessed killers!

DOCTOR IN TROUBLE

When these hag-like invaders get together they're pretty terrifying!

The Judoon may be thugs, but they're very scary with their helmets off!

10

Look out for these special Tenth Doctor cards from '42'!

The Doctor was possessed by a living sun aboard the SS Pentallian...

INCREASED FEAR FACTOR

REDUCED AGILITY

...so Martha had to freeze the burning monster out of him!

A MONSTROUS PAIR OF NEW INVADER CARDS

LAZARUS V

CREATURE

MONSTER PROFILE

HEIGHT	6m
LIFE FORM	MUTANT
TECHNOLOGY	ADVANCED
PLANET	EARTH

WHO IS HE? Professor Lazarus built a machine to make himself young again. But the experiment went wrong – he awakened some rogue DNA and changed into a huge, rampaging monster!

WHAT'S HE LIKE? As the creature, Lazarus is hideous to look at and only interested in his own survival. He doesn't care about the people whose life force he absorbs to stay alive.

WHAT'S HE GOOD AT? Smashing up buildings and scuttling around at high speed! He can even run across ceilings! He's also good at hiding in the shadows and stalking his poor human victims.

LAZARUS CREATURE WINS ON:

INTELLIGENCE:
8100 vs 1500

AGILITY:
7700 vs 6700

SPECIAL ABILITIES:
7400 vs 3500

FEAR FACTOR:
8600 vs 8500

TOTAL 4/5

LAZARUS

LOOK OUT FOR OTHER LAZARUS CARDS!

GO HEAD-TO-HEAD IN THIS TERRIFYING FACE-OFF!

MACRA

MONSTER PROFILE

HEIGHT	10.5m
LIFE FORM	CRUSTACEAN
TECHNOLOGY	LOW
PLANET	NEW EARTH

WHAT ARE THEY? Giant alien beasts who infested the smoggy motorway beneath New New York and fed off the fumes.

WHAT ARE THEY LIKE? Gigantic and terrifying, but not very clever! When the Doctor first met them, billions of years earlier, they were a lot more intelligent and could enslave whole human colonies using mind-control!

WHAT ARE THEY GOOD AT? Eating and snapping! The Macra are also fantastic survivors. These ones escaped from the New New York zoo when the city was attacked by a virus!

MACRA GROUP WINS ON:
STAMINA:
7900 vs 7800

HOW MANY NEW NEW YORK CARDS DO YOU HAVE?

TOTAL 1/5

WINS!

FAQ EPISODE 29
SMITH AND JONES

When a hospital is taken to the Moon by the Judoon, the Doctor meets Martha Jones...

Q Which episode is this?
The Judoon take a hospital to the Moon to search for a blood-thirsty Plasmavore, and the Doctor meets trainee doctor Martha, who then joins him on his travels.

Q Why does Martha get an electrical shock off her locker?
Mr Stoker thinks it's because a storm is coming in and lightning is a form of static electricity. But really it's because of the plasma coils the Judoon have planted around the hospital.

Q Why is the Doctor in a hospital bed?
He's gone undercover!

Q Why doesn't the Doctor remember taking his tie off in front of Martha?
It hadn't happened to him yet in his own timeline! At the end of the episode he travels back to prove to Martha that the TARDIS really is a time machine.

Q How can the Doctor and Martha breathe when they step outside the hospital?
There's a forcefield keeping all the air in – like a gigantic bubble.

Q What's a Plasmavore?
A blood-sucking alien. This one is hiding from the Judoon in the hospital because it commited a murder on another planet.

Q Why do the Judoon think that Martha is an alien?
She had traces of facial contact with a non-human after the Doctor kissed her!

HELMET HENCHMEN!

Q Who are the two motorbike couriers with Florence?
The Plasmavore calls them her "lovely boys" – a pair of drones called Slabs that are made of solid leather!

"Great big space rhinos, with guns, on the Moon!"

MAYHEM ON THE MOON!

Can you dodge the Judoon and stop the wicked Plasmavore before she fries half the Earth?

INSTRUCTIONS

1. Shuffle your character cards and place them face down. Each player must place a marker on the start.
2. Move forward one space each turn.
3. If you land on a dark blue sphere pick a card and follow the directions. Carry on until you land on a pale blue sphere or have to miss a turn.
4. The winner is the first person to reach the centre.

START

You go undercover at the hospital.
Get out of bed and move 2 if your card number is over 400, but only move 1 if it isn't.

The Slabs grab you and the Plasmavore gets out her straw.
Move 2 if your card number is over 250, but only move 1 if not.

A Slab chases you, but you lure it towards the X-ray room.
If your card is an Alien you fry it and move 1 space! If not, miss a go.

The Judoon scan you and don't like the readings – run!
Check your green Stamina. If it's above 4000, move 2 spaces, if not move 1.

WELL DONE!
Justice is swift! The Plasmavore is destroyed!

You find the Plasmavore in the MRI room.
You challenge her. If your green Agility is over 5000 move 2, if not move 1.

The Judoon burst into the room and draw their blasters. Will they shoot?
If your card is a Hero move 2. If not, miss a go.

Total chaos! The hospital is transported to the Moon!
Check your green Special Abilities. If it's above 4000, move 1 space, if not miss a go.

You run through the hospital corridors with Judoon in hot pursuit!
If your green Stamina is below 3000, miss a go. If it's above, move 2.

The Judoon storm the hospital!
If your red Fear Factor is above 6000, move 1 space, but if it's below you're too scared and miss a go.

The massive Judoon ships land and the troops advance!
If your red Intelligence is higher than 6000, move 2. If not, move 1.

QUIZ OF BLOOD

Test your knowledge of the Family of Blood!

Q1. What device did the Family use to time travel?

a) Vortex Manipulator
b) TARDIS
c) Time Hopper

Q2. Which of the Family took over Jenny the maid?

a) Mother of Mine
b) Daughter of Mine
c) Auntie of Mine

Q3. Why was the Family hunting the Doctor?

a) They wanted his autograph
b) They wanted his opinion
c) They wanted his DNA

Q4. What did their alien spaceship look like?

a) A sheep
b) A school
c) Nothing – it was invisible!

Q5. What did the Family use as footsoldiers?

a) Scarecrows
b) Teddy bears
c) Shop window dummies

Q6. What did Daughter of Mine carry with her?

a) A baboon
b) A balloon
c) The Moxx of Balhoon

FAMILY DECK

How many members of the Family of Blood have you got in your collection?

TURN TO PAGE 23 BEFORE THEY GET YOU!

30 THE FAMILY OF BLOOD IS COMING TO GET YOU!

FURY OF THE TIME LORD!

The Family wanted to live forever, so the Doctor made sure that they did. Here's how he punished the murdering monsters...

1. Son of Mine is left standing in a field like a scarecrow – forever!
2. Father of Mine is wrapped in unbreakable chains forged in the heart of a dwarf star.
3. Mother of Mine is imprisoned for all eternity in the event horizon of a collapsing galaxy.
4. Daughter of Mine is trapped inside every single mirror. So look out for her over your shoulder next time you look at your own reflection...

INSIDE THE SPACESHIP

Not only can the Family's alien spacecraft travel in time, but it's also invisible! Inside, the ship is filled with weird green light and odd-looking controls. The Doctor makes the spaceship self-destruct by hitting buttons when he's pretending to be John Smith.

The Doctor is on the run from the four members of the Family of Blood, who want to steal his Time Lord DNA. He disguises himself as a human called John Smith and hides at a boarding school in 1913. But when strange lights appear in the sky it can only mean one thing – they've found him!

WATCH OUT!

The Family are after John Smith's fobwatch, which is really a device that contains the Doctor's Time Lord DNA. The Doctor used a Chameleon Arch to store his bio-data in the watch so the Family couldn't get at it – but it soon goes missing!

TOP 10 FAMILY FACTS

1. The Family survive by stealing the bodies of other lifeforms.
2. They only have short lifespans – that's why they want to steal the Doctor's.
3. They can travel in time because they stole a Time Agent's Vortex Manipulator – the same type of device Captain Jack uses.
4. When they talk to each other telepathically a strange green light washes over them.
5. The Family can sniff out its prey across the universe.
6. Their spaceship is equipped with massive weapons, which they use to bombard the school.
7. There are four Family members – Mother, Father, Son and Daughter.
8. The Family will kill anyone who gets in its way.
9. They use "molecular fringe animation" to bring the scarecrows to life.
10. Their natural shapes are so horrible that Baines screamed in terror when he saw them!

STRAW SOLDIERS!

The Family uses alien technology to bring an army of straw-stuffed scarecrows to life. They order the scary creatures to attack the school.

SON OF MINE

Jeremy Baines is a bit of a bully at the school – but even he doesn't deserve to get taken over by this cruel alien killer. He gets lured inside the Family's invisible ship when out looking for buried beer in the woods.

FATHER OF MINE

Farmer Clark gets a nasty surprise when one of his scarecrows gives him a wave! He thinks it's schoolboys playing a prank – until loads of the lolloping monsters surround him. Before too long, Father of Mine has taken over his body.

MOTHER OF MINE

Martha's closest friend at the school is Jenny the maid, who runs into some scarecrows and is never the same again. Mother of Mine possesses her and gets trigger-happy with a deadly distintegrator pistol.

DAUGHTER OF MINE

Poor Lucy Cartwright is skipping down a lonely country lane when a scarecrow kidnaps her. She becomes the human host for Daughter of Mine, who even keeps hold of Lucy's bright red balloon.

HOUSE PESTS

The TARDIS has brought the Doctor and Martha to an eerie jungle world

THAT'S OK. YOU'RE ONE OF US NOW, AND WE'RE HERE TO LOOK AFTER YOU.
OH, THANKS!
NOW, YOUR TURN TO DO SOMETHING FOR US, MISTER. FROM THE GOODNESS OF YOUR HEART!
ER. LIKE WHAT?
GET RID OF THE SLAKEN, THE BIG, BIG MONSTER THAT LIVES IN THE CAVE. HE WANTS TO KILL US AND EAT US!
WELL, I'LL DO MY BEST.
ARE YOU SURE ABOUT THIS, DOCTOR? I'M NOT SURE I TRUST OLD LUMA!
WELL, WE DON'T HAVE TO, REALLY. ANYWAY, I'M LOOKING FORWARD TO MEETING THIS MONSTER. HE MIGHT BE A RIGHT OLD LAUGH!
ONE HOUR LATER..
AT LAST!
HELLO! ANYONE HOME? I'D LIKE A WORD WITH THE SLAKEN, OR MR SLAKEN, OR EVEN MRS SLAKEN, OR WHATEVER YOUR NAME IS.
WHOA, HE WASN'T EXAGGERATING. THAT'S ONE BIG, BIG MONSTER!
WHAT DO YOU ANNOYING TOURISTS WANT? YOU'RE NOT LOST, ARE YOU?
WELL, WE'VE COME ABOUT THE LOOMISH IN THE JUNGLE. CHEEKY, FURRY, SLIGHTLY SMELLY CREATURES... THEY SAY YOU EAT THEM AND I DON'T LIKE THE SOUND OF THAT!
HO-HO, SO THEY GOT YOU TOO! I EAT THEM, DO I? HA-HA, I SUPPOSE THEIR BAT FRIENDS ARE IN ON THE JOKE TOO?

WHAT DOES IT MEAN BY JOKE?
IT'S JUST POSSIBLE WE'VE BEEN CONNED BACK TO THE TARDIS!
SOON
WHAT THE...? WHO'S DONE THIS?
WHOEVER SEEMS TO HAVE BARRICADED THE DOOR! I HAVE A FEELING IT'S THE...
LOOMISH!
WHAT'S GOING ON HERE?!
OK THEN, LUMA, MY LITTLE FELLA DO YOU TREAT ALL TOURISTS LIKE THIS?
HEY, DON'T WORRY, MY FRIEND. TAKE IT EASY. IT'S NICE TO BE NICE, YOU KNOW? WE'RE YOUR FAMILY NOW.

DOCTOR, WHAT ARE WE GONNA DO? HOW DO WE GET THEM OUT?
NOT SURE. BUT AT LEAST I'VE MANAGED TO BORROW THIS!
LOOK, IT'S THAT GUIDE! IT SAYS THE LOOMISH ALWAYS CON TOURISTS, AND HAVE INCREDIBLY STRONG FAMILY BONDS.
MAYBE IT'S NOT SO OUT-OF-DATE AFTER ALL. AND IT'S GIVEN ME AN IDEA...
5 MINUTES LATER.
YOU'RE SURE THIS'LL WORK?
JUST MAKE IT NICE AND LOUD!
THANK GOD FOR THOSE THREE TRUMPET LESSONS I HAD IN YEAR 6!
BARRRRRRRRP!
BAAAAAAAARRRRRRRP!
IT WORKED! THEY ANSWERED THE DISTRESS CALL. I MUST PLAY THE HORN LIKE A LOOMISH!
HA! WHO'D HAVE THOUGHT A CON-MAN WOULD FALL FOR THAT TRICK! TIME TO NIP BACK.
THERE YOU ARE, YOU GREEDY PESTS. COME ON, GET SOME TREATS!
HA-HA, LOOK AT THEM! THEY'RE JUST LIKE HUNGRY KIDS.
AND THEY WERE FIBBING ABOUT THE SLAKEN. HE OBVIOUSLY LOVES THEM. BLESS!
WHAT'S THAT POT STILL DOING HERE?
WELL, AFTER ALL THAT, I'M ABSOLUTELY STARVING. FANCY A QUICK BITE?
THE END

WITCH CRAFT!

Find out how the art department conjured up the scary Carrionites in 'The Shakespeare Code'...

CONCEPT ART

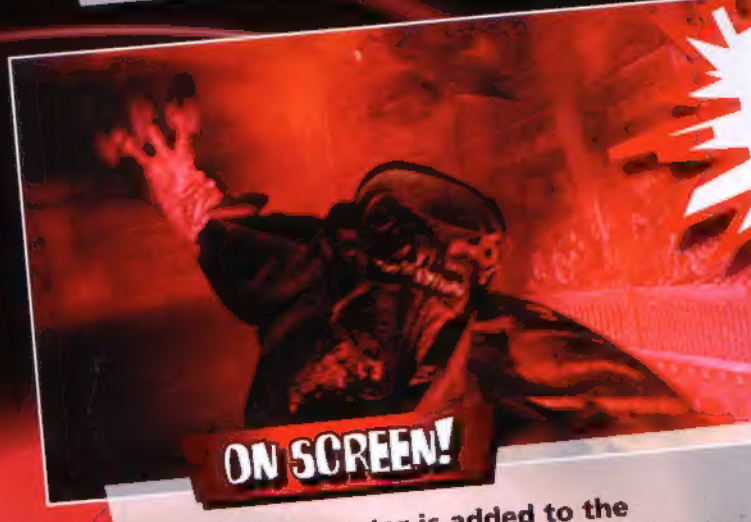
1 The first stage in designing the Carrionites was for the art department to come up with these drawings. They mixed together witch-like features, such as hook noses and big chins, with creepy bird-skulls and rows of jagged teeth.

COMPUTER WIZARDRY

2 Lilith, Bloodtide and Doomfinger were played by actors in make-up, but the other Carrionites were created using CGI (computer-generated imagery). So, the next stage was to turn the concept art into this 3D model inside the computer.

DID YOU KNOW?

No TV drama had ever been allowed to film inside the Globe before Doctor Who came along!



ON SCREEN!

3 The CGI monster is added to the footage filmed inside the Globe Theatre, complete with pink energy "twister". The effects team could use the same 3D model lots of times to make it look like there were hundreds of the swooping spectres!

PROPPED UP!

As well as the aliens themselves, there were lots of Carrionite bits and pieces for the art department to design. Check out these concept drawings of the cauldron in Allhallows Street and Lilith's crystal ball.

THE CYBER CONTROLLER'S BRAIN BLISTERS

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

FIND THE DOCTOR!

The Family of Blood must be defeated! Help Tim Latimer find John Smith so he can become a Time Lord again.

CRACK THE CODE!

The Doctor is trying to communicate with you. Break the code and outwit the Family of Blood!

1	= E	9	= O
2	= T	10	= D
3	= A	11	= W
4	= M	12	= C
5	= S	13	= P
6	= F	14	= H
7	= R	15	= !
8	= N		

ANSWER

9	13	1	8	2	14	1	11	3	2	12	14			
3	8	10	5	1	2	4	1	6	7	1	1	15		

REVEAL THE SECRET!

Answer these tough questions and reveal the Doctor's true nature!

1 T

2

3

4

5

6

7

8

1. What is the surname of the Doctor's human form – John _ _ _ _ _?

2. What is the surname of the boy possessed by the Family Of Blood – Jeremy _ _ _ _ _ _?

3. What sense does the Family of Blood use to identify people? _ _ _ _ _

4. Where does John Smith get the ideas for the drawings in his journal? _ _ _ _ _ _

5. What is the name of the group trying to find the Doctor? _ _ _ _ _ _ of Blood?

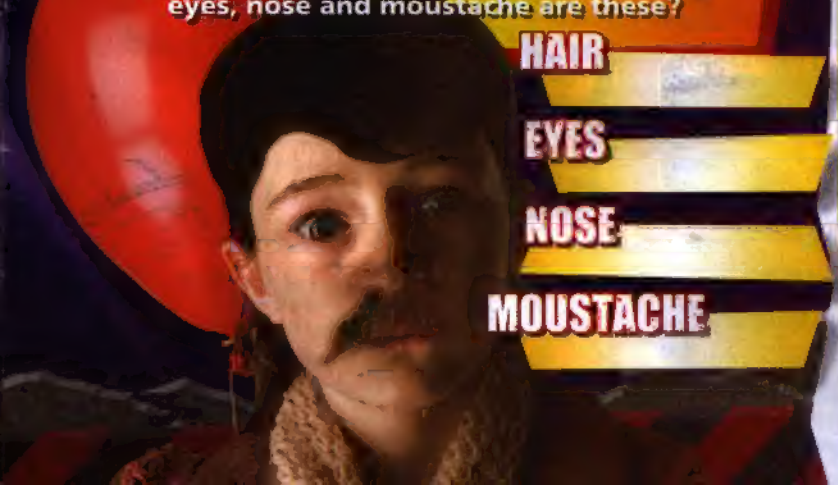
6. Where does John Smith work? _ _ _ _ _ _

7. What make up the Family Of Blood's army? _ _ _ _ _ _ _ _ _ _

8. What is the name of the "blue box" John Smith sees in his dreams? _ _ _ _ _ _

FAMILY RESEMBLANCE

There's been a Family mix-up! Whose hair, eyes, nose and moustache are these?



HAIR

EYES

NOSE

MOUSTACHE

COMING IN ISSUE 31...

PUZZLE ANSWERS

QUIZ OF BLOOD

1. a) Vortex Manipulator
2. a) Mother of Mine
3. c) They wanted his DNA
4. c) Nothing – it was invisible!
5. a) Scarecrows
6. b) A balloon

REVEAL THE SECRET

1. SMITH
2. BAINES
3. SMELL
4. DREAMS
5. FAMILY
6. SCHOOL
7. SCARECROWS
8. TARDIS

The Doctor is a TIMELORD

FAMILY RESEMBLANCE

HAIR: Brother of Mine
EYES: Daughter of Mine
NOSE: Mother of Mine
MOUSTACHE: Father of Mine

CRACK THE CODE

OPEN THE WATCH AND SET ME FREE!

FIND THE DOCTOR!

POTTY POLITICIANS!

Think you could run a country? Let's see if you're up to the standards of these shady characters!

30
9 771750 351018

1 Which political office would you most like to run for?

- a Prime Minister of Great Britain
- b Lord Mayor of Cardiff
- c President of the US
- d MP for Flydale North

2 What's the first thing you'd do once in power?

- a Demolish Cardiff Castle
- b Give more funding to Cottage Hospitals
- c Raise taxes
- d Enslave the whole of humanity

3 How would you deal with invading aliens?

- a Open peace talks
- b Blow them out of the sky!
- c Give them a jolly good talking to
- d Help them destroy everything

4 How would you get yourself elected?

- a With a political campaign
- b By murdering all of the opposition
- c Hypnotise the country using satellites
- d Fancy speeches

5 How do you feel about the doctor?

- a I don't trust him
- b I'm terrified of him
- c I'd like to put him in a birdcage
- d Doctor who?

6 Why do you think you should be in office?

- a Because it is God's will!
- b It would be a victory for common sense!
- c Because I've always loved the Welsh!
- d How else will I conquer the universe?

HOW DID YOU SCORE?

6-9 President Winters

You're powerful but you don't really know what's going on around you, do you?

10-15 Margaret Blaine

You've got some radical ideas, but some of them are out of this world!

16-20 Harry Saxon

You're a masterful leader but there's something nasty behind that winning smile!

21-24 Harriet Jones

You're sensible but perhaps a bit too nice to be a politician!

SCORE SHEET

1. a) 3 b) 2 c) 1 d) 4
2. a) 2 b) 4 c) 1 d) 3
3. a) 1 b) 2 c) 4 d) 3
4. a) 4 b) 2 c) 3 d) 1
5. a) 4 b) 2 c) 3 d) 1
6. a) 1 b) 4 c) 2 d) 3